

BOX CRICKET PROTOCOL

1. Team Composition

Each team must have 6–8 players (depending on ground size and format).

Only 6 players will field at a time.

Substitutions are allowed between overs or in case of injury (with umpire approval).

2. Match Format

Overs: Usually 6–10 overs per innings (decided before tournament start).

Pitch Length: Shortened to 18–20 yards for box cricket.

Bowling Style: Underarm or overarm (must be clarified before match starts).

Powerplay: First over may have only 2 fielders outside the inner circle.

3. Scoring Rules

Boundary:

Hitting side walls: Runs as per markings (e.g., 1 or 2 runs).

Hitting back wall directly without bounce: 6 runs.

Hitting back wall after bounce: 4 runs.

Overthrow: Only 1 extra run allowed for overthrow (to avoid chaos in small space).

4. Dismissals

Bowled, Caught, Run Out, Hit Wicket are valid dismissals.

One bounce catch can be OUT (if format specifies).

LBW is usually NOT applicable in box cricket unless clearly defined.

Direct hit to the side wall without touching the ground can also be OUT in some formats.

5. Extras

No-ball: 1 run + free hit (only bowled or overstep considered).

Wide ball: 1 run + extra delivery.

Ball hitting the roof before touching the ground = dead ball (or 1 run penalty if agreed).

6. Conduct & Safety

Players must not use abusive language or show aggressive gestures.

Umpire's decision is final.

No metal spikes — only sports shoes.

Avoid high-speed shots above waist height for safety.

7. Tournament Rules

Points Table: Win = 2 points, Tie/No result = 1 point, Loss = 0 points.

Tie Breaker: Super over or fewer wickets lost rule.

Teams must report 10 minutes before scheduled match time.